M.A.G.S.™

MUSIC ACTIVATED GAME SYSTEM

FOR 1 PLAYER • AGES 8 AND UP

CONTENTS

M.A.G.S. game unit and link cable.

Needed but not included: 3 AAA batteries and music source with headphones (for example a CD player, cassette player, HitClips, radio, or TV).

OBJECT

Shoot at the point bars created by the music and try to earn a perfect score.

BATTERY CAUTION:

1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.

2) Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.

3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

GETTING STARTED

1. Insert batteries: Loosen the screw and remove the battery cover. Insert 3 AAA batteries, making sure to match the + and - as shown inside the battery compartment. Replace the cover and tighten the screw. NOTE: If the game does not come on or if performance changes, try reinserting the batteries, replace them with fresh ones or press Reset. See Figure 2.
2. **Using a music source with M.A.G.S:** Plug the link cable into your music source's earphone jack. Plug the other end into the link cable jack. NOTE: If the earphone jack on your music source is too large, you will need an adapter (not included).
   Using HitClips with M.A.G.S: Remove the rubber plug from the HitClips area. You don't need the link cable when using HitClips. Insert your HitClips chip as shown in Figure 1. Remember to remove the HitClips and replace the plug when you are finished playing.

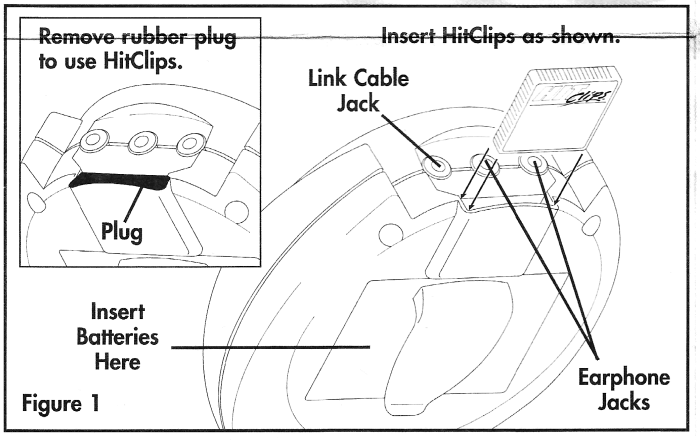


Figure 1

3. Plug your earphones into one of the two earphone jacks and place the earphones on your head.
4. Press the On/Start button.
5. Press the Select button until the game and skill level you wish to play appears. NOTE: There are two games. Each game has three skill levels. ***The skill levels:*** The 3 skill levels are different in their speed and point value. The higher the number, the more point bars produced during a game and the faster the game plays.
6. Press On/Start. Turn on your music source or wait for the HitClips to begin playing. The game starts when the music begins to play.

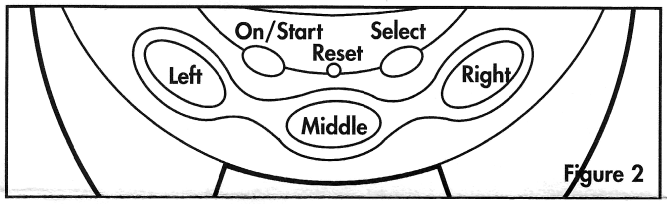


Figure 2

PLAYING THE GAME

As the music plays, M.A.G.S. creates red point bars on the screen. You must fire at the bars and hit them to earn points. Be quick and careful! The earlier you hit the bars, the more points you earn. You can lose points and lives if you fire by mistake or don't respond in time.

THE SYMBOLS ON THE SCREEN AND WHAT THEY MEAN

The Red Point Bars

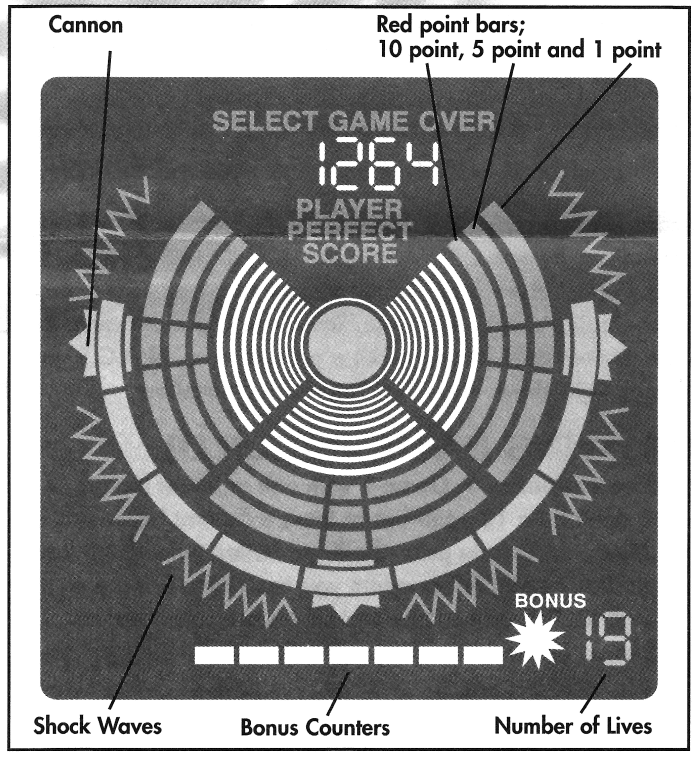
10-point bars:	Fire and hit one of these bars and you earn 10 points.
5-point bars:	Fire and hit one of these and you earn 5 points.
1-point bars:	Fire and hit one of these and you earn one point.

Yellow Bonus Counters

Each time you hit a 10-point bar, you light up one bonus counter. Hit eight 10-point bars in a row and you earn an extra life. Every time you miss a 10-point bar, all your bonus counters disappear.

Number of Lives

The number on the lower right hand side of the screen is the number of lives you have. You start each game with 9 lives. You can earn a maximum of 19 lives. If this number reaches zero, the game ends.



Jagged Yellow Shock Waves
When these light up, you lose a life.

The Green Cannons
There are three cannons in the game. Each time you press a firing button, you fire the cannon that corresponds to its position on the screen. *For example:* press the left button once to fire the left cannon, press the middle button once to fire the middle cannon, and press the right button once to fire the right cannon.

PLAYING GAME 1 (PUSH)
Be ready! When the music starts, red point bars are generated on the screen. When a red bar appears, press the corresponding firing button to fire. You hit the red bar and score points. *Synchronized Shooting:* When you have bars in more than one position, press two or three buttons at the same time and fire 2 or 3 shots at once.

Be quick! Hit the bars when they are worth 10 points, and you receive the points and a bonus counter. If you don't hit a 10-point bar in time, it disappears and becomes a 5-point bar. Miss that one and it becomes a 1-point bar. Wait too long and miss the 1-point bar and a shock wave lights. You lose a life.

Remember: you want to hit the bars when they are worth 10 points. If you wait too long and are forced to hit a 5 or 1-point bar, you lose all the bonus counters you have earned!

Be careful! You fire as soon as you press the firing button. If you fire when there is nothing to hit, you lose 25 points. With every 5 misses, you lose a life.

ENDING A GAME
The game ends in one of three ways: when you run out of lives, when a song ends (and there is a 2-second pause in the music), or when you choose to end by pressing the Select button.

Scoring
When the game ends, M.A.G.S. flashes the perfect score for that game, then flashes the player's score for the game.

Bonus Points
You receive Bonus Points if you play until the song ends. The Bonus Points are added depending on the level played and the lives remaining.

Skill Level 1 - 5 additional points for each remaining life.

Skill Level 2 - 10 additional points for each remaining life.

Skill Level 3 - 100 additional points for each remaining life.

Perfect Score
The Perfect Score is calculated by counting every 10-point bar created during the game. You can match but cannot beat the perfect score. If you make a perfect score, M.A.G.S gives you a light show. Press On/Start to end the show.

PLAYING GAME 2 (BUILD)
Game 2 is similar to Game 1 with one different feature. If you don't hit a 10-point bar in time, a 5-point bar builds on it. Now you have to press the firing button twice to hit them both. If a 1-point bar appears you must keep firing until they are all hit. The game ends and scores are calculated as shown in Game 1.

When You're Finished Playing
Remove your link cable or HitClips chip when M.A.G.S. is not in use.

Add-a-friend Option: With two or more M.A.G.S. units, you can challenge your friends. You only need one music source or HitClips. Additional players plug their link cables into the spare earphone jack on each unit. You can listen to the same music and play simultaneously. Compare your scores to determine the winner.

Challenge a Song
Challenge yourself by playing against your favorite song. Play again and again until you can earn a perfect score.

WARNING: Visual Distraction
Don't play M.A.G.S. in traffic, while walking, or when you need to watch your surroundings to remain safe.

MAINTENANCE
- Use the clip to wear it on a belt.
- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the unit, or push in the Reset button.

FCC Information
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.It generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to television or radio reception. However there is no guarantee that interference will not occur in a particular installation. If this game causes harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian Consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6

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